Chi Bao Le

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Summary

Versatile 3D artist specializing in photorealistic modeling, PBR texturing, and studio lighting for production-ready assets. Strong understanding of topology, UV optimization, and material accuracy using Blender, Substance Painter, and Unity/Unreal. Focused on efficiency, clean file structure, and real-world surface realism.

Skill

3D Modeling & Optimization: Hard-surface modeling, Retopology, UV layout, LODs, Clean topology
Texturing & Shading: PBR workflow, Substance/Blender material authoring, Photo-scanned texture integration
Lighting & Rendering: Cinematic lighting, HDRI setup, Blender Cycles rendering, Composition principles
Technical Tools: Blender, Substance Painter, Unity, Unreal Engine, Photoshop, RealityCapture, DaVinci Resolve
Pipeline & Workflow: Asset pipeline integration, Real-time optimization, Rigging, Photogrammetry processing, Iterative workflow & feedback integration, Cross-disciplinary collaboration, Strong attention to detail

Experience

Laguna Interactive | San Jose, CA
3D Artist & Co-Founder | 05/2025 - Present

- Modeled and optimized props and environments with clean UVs/Topology while maintaining naming for intergration pipeline and optimization standards for WebGL.
- Converted real-world textures into game-ready materials through photo sourcing and texture ripping to enhance surface detail.
- Iterated quickly on team feedback to refine gameplay visuals, lighting balance, and presentation.
- Member of a small, student-founded indie team focused on learning production pipelines, shipping WebGL titles, and building professional portfolios.

Self-Employed | San Jose, CA
Freelance 3D Artist | 05/2021 - Present

- Produced 3D assets for peers and clients, including 3D-printable models, animation props, and visualization assets.
- Adapted efficiently to client feedback and implemented rapid revisions to meet deadlines and maintain visual fidelity.

Liminal Trial — Game Design, Lighting & Cinematics | San Jose, CA
Self-Employed | 01/2025 - 04/2025

- Designed a suspenseful horror experience in Unreal Engine 5 centered on atmospheric lighting, player tension, and environmental pacing.
- Directed overall gameplay flow using pre-made assets to achieve a cohesive narrative tone.
- Created a 3D cinematic trailer in Blender, utilizing handheld-style camera animation, lighting design, and DaVinci Resolve for audio/video editing and post-production.

Projects

Digital Illusions BFA Exhibition, SJSU Hammer Theatre
Layout Management Team | 01/2025 - 04/2025

- Collaborated closely with layout lead to translate 2D spatial plans into a functional 3D exhibition layout.
- Created 3D assets and set dressing elements to visualize exhibition environment.
- Utilized crowd simulation tools to test and optimize visitor flow, ensuring safe and efficient spacing.

Education

San Jose State University | San Jose
B.F.A Digital Media Arts | 05/2025

- Graduated summa cum laude—3.94 GPA
- Focused Course Work: 3D Environment Design • Lighting & Atmosphere • Game Asset Creation • Photogrammetry (RealityCapture)